TWO HOT NEW SERIES START THIS ISSUE!

Sonic the comic

No. 25 May 13th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight!

Starring SONIC THE HEDGEHOG

BLADE RUNNER!

NEW SERIES

SKATES HITS THE STREETS OF RAGE!

MEGA NEW SERIES

THE SECRETS OF SONIC'S WORLD!

P SC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
I'll keep the chat to a mimimun this time (all right, who cheered?) because there's way too much for you to enjoy in this issue.

The **Streets of Rage** gang make a welcome return and you get to meet Skates, the hottest thing on rollerblades! A brand new series featuring everyone's favourite blue hedgehog starts today - **Sonic's World.** Learn for the first time the secrets of the planet Mobius and its inhabitants. Finally, in answer to literally oodles of requests, demands (and threats) from you - the **Graphic Zone** is back! No, don't thank me - just write and tell the humos-who-think-they're-in-charge how wonderful I am!

Next time get ready for some serious chat on even more exciting new series to come from STC (how do we do it?)

Megadroid

STC's GOOD READING GUIDE

SONIC THE POSTER MAG No.4: Giant **Shinobi** action poster plus all-new, full-length **Shinobi** story. On sale now. £1.35.

ETERNAL CHAMPIONS SPECIAL: 48 pages of kickin' action with the Champs! Three all-new comic strips - including the feature-length origin story. Stats and game moves for every Champ - and more. Still on sale. £1.75.

Surf Sega!

Sailing under the Sega banner this summer is Nik Baker, the UK's number one windsurfer.

Nik, 23, competes all over the world on the professional windsurfer competition circuit. Some of the events take place indoors around special pools lined by up to 32 massive fans which can whip up wind speeds of around 28 knots. Nik and his fellow competitors perform death defying loops and spectacular somersaults on their boards in pursuit of championship honours.

Nik Baker.

Keep an eye open for Nik Baker's name in the coming weeks as he prepares to blast all challengers out of the water, helped, of course by Sonic on his board's sail!

Nik in action, with fan-assistance!

● **Editor:** Richard Burton
● **Asst. Editor:** Deborah Tate
● **Designer:** Clare Gillmore
● **Cover Art:** Tony Richardson ● **Soundsound:** Danny Dare
● **Managing Editor:** Steve MacManus
● **Publisher:** Chris Power

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · re-entry · new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	SONIC THE HEDGEHOG 3
2	—	NBA JAM
3	—	FIFA INTERNATIONAL SOCCER
4	▲	ALADDIN
5	▼	WINTER OLYMPICS
6	▼	SENSIBLE SOCCER
7	▲	STREET FIGHTER 2 CHAMP ED.
8	▲	ETERNAL CHAMPIONS
9	▲	SONIC THE HEDGEHOG
10	▲	MICRO MACHINES

MEGA-CD

1	—	GROUND ZERO TEXAS
2	●	NHLPA HOCKEY 1994
3	▼	WWF RAGE IN THE CAGE
4	▲	THUNDERHAWK
5	—	LETHAL ENFORCERS
6	▲	ROBO ALESTE
7	▲	SEWER SHARK
8	▲	NIGHT TRAP
9	▼	SONIC CD
10	▲	TIME GAL

MASTER SYSTEM

1	▲	SONIC CHAOS
2	▼	WINTER OLYMPICS
3	—	JUNGLE BOOK
4	▲	FANTASTIC ADVENTURES OF DIZZY
5	▼	SONIC THE HEDGEHOG 2
6	▼	SENSIBLE SOCCER
7	—	TECMO WORLD CUP
8	—	DESERT STRIKE
9	▲	GAUNTLET
10	▼	MORTAL KOMBAT

GAME GEAR

1	▲	NBA JAM
2	●	MICRO MACHINES
3	▼	WINTER OLYMPICS
4	▼	SONIC CHAOS
5	▲	JUNGLE BOOK
6	▼	DESERT STRIKE
7	—	SONIC THE HEDGEHOG 2
8	▲	ECCO THE DOLPHIN
9	▲	SPIDER MAN
10	▼	OLYMPIC GOLD

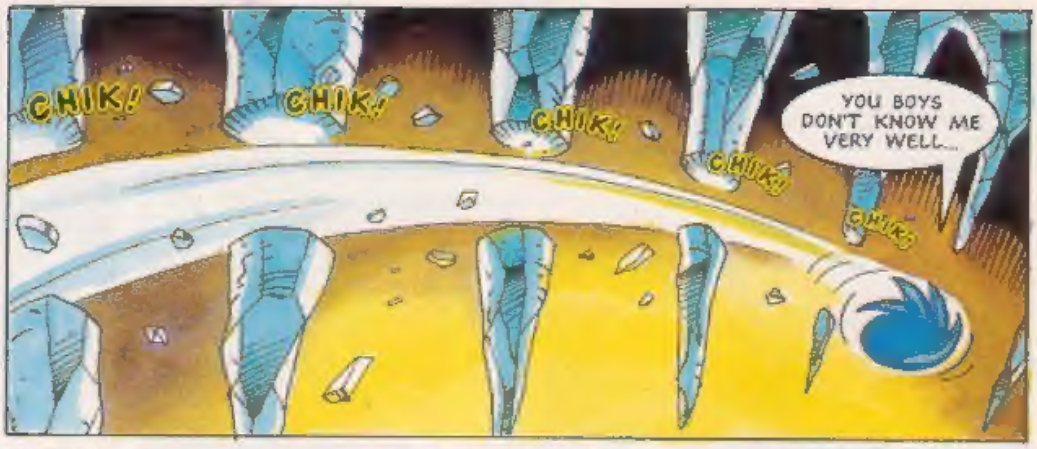
SONIC THE HEDGEHOG

The Sonic Terminator Part 2

Script: Nigel Kitching
Art: Richard Elson
Lettering: Steve Potter

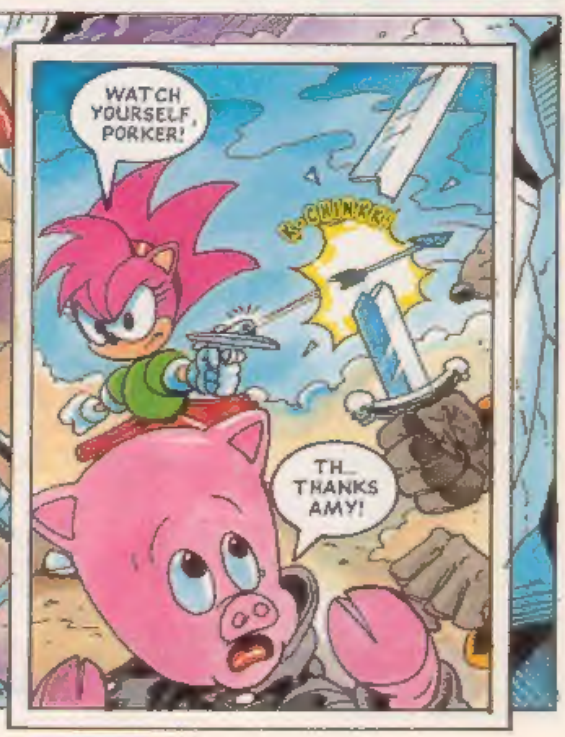
ALL RIGHT YOU POLTROONS, SPREAD OUT! A FLAGON OF RUM TO THE KNAVE WHO FINDS THOSE *CHAOS EMERALDS!*
MAKE THAT AN EXTRA LARGE *COLA* AND YOU'VE GOT A DEAL!
SONIC!
YOU DIDN'T *REALLY* THINK WE'D LET YOU WALK OUT OF HERE WITH THE CHAOS EMERALDS, DID YOU?
YOU CAN'T STOP ME NOW, SPIKEBALL! FIVE OF YOU AGAINST ALL OF US? WE'LL TURN YOU INTO *FISHBAIT!*
SCRAG 'EM!
FISHBAIT? US? I DON'T THINK SO!
LET'S RUMBLE!

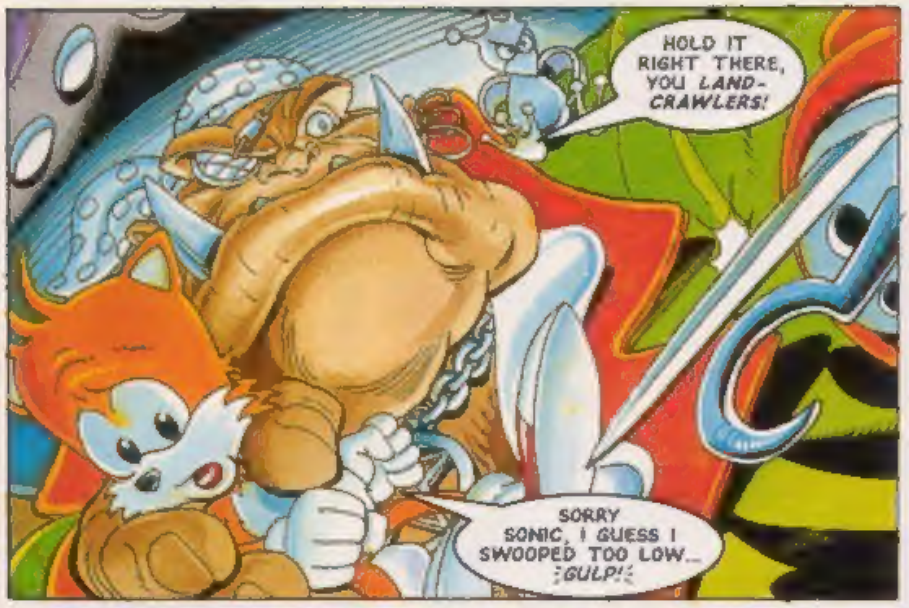
HEY, HE... HE MISSED US!


CHIK!
CHIK!
CHIK!
CHIK!
CHIK!
YOU BOYS DON'T KNOW ME VERY WELL...

YAAARGGH!
...I NEVER MISS!
YYYEEEOW!

OWW! THESE GUYS ARE TOUGH!


WATCH YOURSELF, PORKER!
CHINK!
TH... THANKS AMY!


HOLD IT RIGHT THERE, YOU LAND-CRAWLERS!
SORRY SONIC, I GUESS I SWOOPED TOO LOW... GULP!

NICE GOING, PIXEL BRAIN.
OK, PLUNDER, IT'S COOL. YOU'VE GOT THE EMERALDS. LET THE KID GO.

BUT SONIC! THOSE EMERALDS ARE CHARGED WITH PURE EVIL*!
THE CHAOS EMERALDS ARE OVER THERE... TAKE THEM!
* PROFESSOR KINTOBOR TRIED TO RID MOBIUS OF EVIL BY ABSORBING IT INTO THE EMERALDS – THIS WAS BEFORE HE WAS TURNED INTO ROBOTNIK, OF COURSE – MEGADROID.

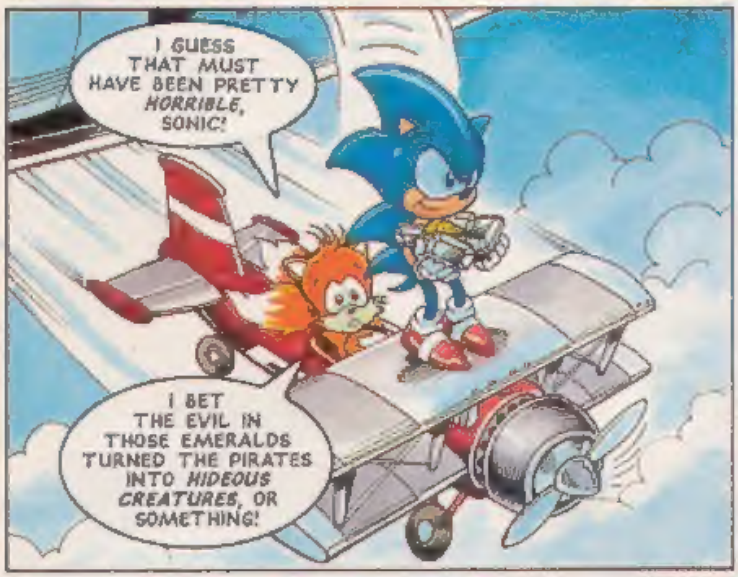
THEY'RE HERE ALL RIGHT CAP'N!
QUIT YER JAWWIN' AND GRAB 'EM YOU IDIOT!

SONIC, YOU KEEP THE EMERALDS HERE BECAUSE IF THEY'RE NOT KEPT COLD, THEY BECOME UNSTABLE.
WHAT WILL THEY DO TO THE PIRATES?
THAT'S A REAL GOOD QUESTION, LITTLE BUDDY... LET'S FIND OUT.

SOME TIME LATER...
BRING US IN LOW, TAILS. WE DON'T WANT TO GET SPOTTED.
BE CAREFUL SONIC, GOODNESS ONLY KNOWS WHAT THE EVIL IN THE EMERALDS HAS DONE TO THEM!
I DON'T BELIEVE...
HEY SONIC BABY! COME AND JOIN THE PARTY— WE'RE JUST CHILLIN' OUT, EXPANDING OUR KARMAS, FEEDING OUR MINDS AND ALL THAT CRAAAZY STUFF.
RIGHT... SURE!

I WANT THE CHAOS EMERALDS BACK, PLUNDER!
HEY, NO SWEAT, MAN! LIKE, ALL PROPERTY IS THEFT, *RIGHT?* THEY'RE YOURS!

GUESS I'LL BE RUNNING ALONG!
PEACE AND LOVE, MAN!


I GUESS THAT MUST HAVE BEEN PRETTY *HORRIBLE*, SONIC!
I BET THE EVIL IN THOSE EMERALDS TURNED THE PIRATES INTO *HIDEOUS CREATURES*, OR SOMETHING!

NO PIXEL BRAIN, THE CHAOS EMERALDS *ABSORB* EVIL, NOT RADIATE IT...
BUT YOU'RE RIGHT IT *WAS* PRETTY UGLY. BUT, HEY– NOTHING *I* CAN'T HANDLE!

BACK IN THE EMERALD HILL ZONE, DISASTER STRIKES!
BRAKOOM!!!
RUN FOR YOUR LIFE!

LOOK, *UP THERE!* I CAN SEE SOMETHING! WHAT IS IT?

BRING ME SONIC THE HEDGEHOG.
IT IS TIME FOR HIS EXTERMINATION!
NEXT ISSUE : SONIC TERMINATED?

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: David Gibbon & Steve May.

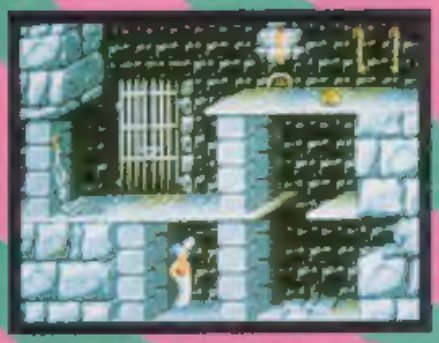
PRINCE OF PERSIA

game type: PLATFORM
1 PLAYER

MD

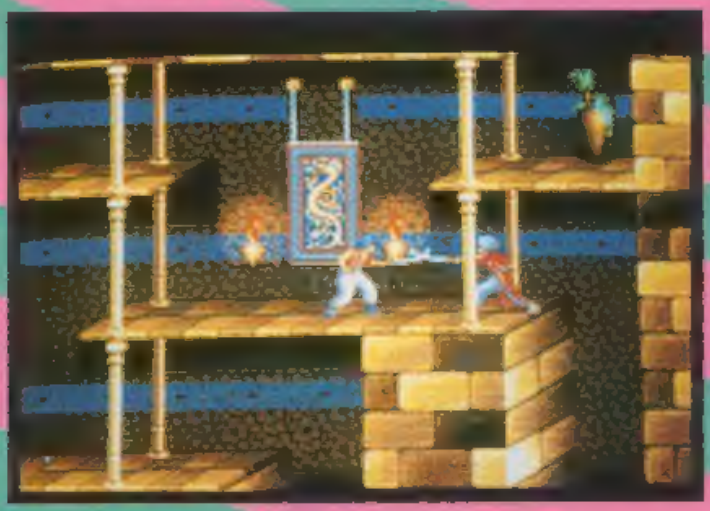
Superbly realistic animation made Prince of Persia one of the most acclaimed products Domark have ever released and at last it has finally been converted to the Mega Drive. It first saw the light of day several years ago on the Amiga computer, the incredible life-like movements of the prince never seen before in a video game. 1992 saw the conversion onto the Master System and Game Gear and became a big hit on both 8-bit systems. Mega Drive owners who have already seen very realistic animation with Flashback and Another World won't be as impressed by its graphics as others have been.

The evil Grand Vizier has captured the beautiful princess and, in the role of the brave and fearless prince - original story line - you must move fast to escape your cell, avoiding traps, palace guards and figuring out brain teasing puzzles along the way. To save the light of your life you must complete the entire game within 60 minutes or else she's doomed. Incidentally, achieving this within an hour is no easy task!



Prince of Persia is split into 12 levels, each divided into the three main sections of the game: dungeons, the palace and the top of the tower where the princess awaits. The game takes in the odd sword fight with a guard, and you get hundreds of rooms in each level, but the problem is they all look near identical to each other. Playing this game is a little like walking around a maze, constantly trying to get that bit further.

The game does make full use of the Mega Drives' capabilities, and no one can deny that the animation is spectacular, but basically **Prince of Persia** is an outdated platform game, all be it glossed over with some excellent animation. - DG.



MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

- under 40% - Yawnsville
- 40 - 70% - Normalsville
- 70 - 80% - Fun City
- 80 - 90% - Big Time City
- over 90% - Mega City!

FAST FAX

PUBLISHER	PRICE
DOMARK	£39.99

GRAPHICS	90
SOUND	78
PLAYABILITY	74

RAVES: Superb human-like animation.

GRAVES: Not much fun to be had.

OVERALL 79%

JAMES POND 3

game type:
ARCADE
1 PLAYER

MD

'Electronic Arts' most unlikely hero, aquatic secret agent James Pond is back on the trail of arch villain Dr Maybe (first seen and defeated in the original Pond cart Robocod).

This time, however, the gill-man from F.I.S.H. must pursue the mad Doctor into outer space. The arch villain from J.A.W.S. has discovered that the moon is not only made up of cheese, but a whole variety of dairy products, and has hijacked a space probe to execute his most cunning plan yet. By mining high quality Moon cheese he will monopolise the world's cheese market! The consequences will be terrible. The dairy industry we know and love will turn sour overnight! Hundreds of cows will be made redundant! You get the dreadful picture...

Helping out on Operation Startish (star-fish geddit?) is agent-in-training Finnius Frog. Although slow (and somewhat green) compared to Pond, the little Frog holds the key to the completion of the game. (Tip: his powerful back legs help him jump higher than his companion, and he's able to squeeze through very small holes).

Can James Pond bring Dr Maybe back down to earth or will he end up as fish fingers? Only this 16Meg cart holds the key. If you feel that the first two adventures pretty much exhausted the potential of Pond, **James Pond 3** will come as a pleasant surprise. It's an above-average platformer, with some quite difficult stages full

CASTLEVANIA - THE NEW GENERATION

game type: PLATFORM
1 PLAYER

FAST FAX

PUBLISHER	PRICE
ELECTRONIC ARTS	£44.99

GRAPHICS

SOUND

PLAYABILITY

RAVES : GRAVES

OVERALL 87%

FAST FAX

PUBLISHER	PRICE
KONAMI	£44.95

GRAPHICS

SOUND

PLAYABILITY

RAVES : GRAVES

OVERALL 87%

STREETS OF RAGE
NEW SERIES
SKATES' STORY PART 1
RAM HIM!
BLAM!
THROUGH
FRANG!
BARROOM!

I'M ALMOST AN HOUR LATE FOR AN OLD FRIEND – ONE OF THE
HE'S GOT A COMPUTER
WITH SOME RED HOT
INFORMATION ON
SOUNDS TO ME LIKE HE'S GOT ENOUGH DIRT TO BRING DOWN THE ENTIRE DEPARTMENT
SEEN MURPHY
GONE TWENTY MINUTES AGO
YOU'S ME AXEL
FORGET AXEL FORGET THIS GOOD COP GARBAGE YOUR STEPSON'S GETTING OUT
PRISON
DON'T HAVE A STEPSON MAR A HAVE A DISGRACE!

COME ON
HEY, YOU
I'M SORRY ROACH
MEAN TO UPSET YOU
CAREFUL ROACH MAN N THREATS
SHOULD KNOW
SKATES!
SKATES, MY MAN
HOW WAS THE
LOOK-UP?
EXTRA THIRTY DAYS FOR
BAD BEHAVIOUR ROACH
YOU KNOW HOW IT IS
LET'S CELEBRATE
SKATES LET'S GO
GRAB SOME BEERS
HEY, I'VE
BEEN ACHING
TO GET BACK
ON MY
WHEELS!

THANK GOODNESS THOSE BUMS HAVE GONE
PUNKS!
IN AN ANONYMOUS OFFICE BLOCK HIGH ABOVE THE CITY
MOST OF THE ELECTED OFFICIALS ARE ALREADY IN OUR POCKET BUT ONE OR TWO STILL REMAIN A PROBLEM
MR X HAS ASKED US TO DEVISE A SCHEME TO REMOVE THESE TROUBLESOME ELEMENTS PERMANENTLY
CHARITY BALL
I COULD BE AN
OWN

UM THAT'S ME
OFFICER MURPHY
NO ONE OF YOU IS GOING TO DEAL WITH THIS MATTER
WE TRACED HIS PHONE AND FOUND OUT WHAT HE'S UP TO. HE'S IN LEAGUE WITH THOSE EX-COPS YOU RAN INTO A WHILE BACK
IT SEEMS HE HAS
WANT THE BOY DESTROYED GENTLEMEN
AND I WANT OFFICER MURPHY DEAD!
NEXT TIME THERE WILL BE NO ENDS

NEWS Zone

MEGA DRIVE 32: THE NEXT GENERATION!

New hardware to boost Mega Drive performance

As we speculated last issue (Short Bursts, STC 24), Sega have plans to boost the performance of the Mega Drive, leaping it into the 'next generation' of 32-bit games.

Towards the end of the year Sega will release product known as the **Mega Drive 32** which will plug into the game slot [illegible] Mega Drive providing [illegible] 32-bit of processing power. This means faster processing speed, over 250 colours available, polygon technology graphics, CD quality sound and more.

The **Mega Drive 32** will play both current Mega-CD discs and Mega Drive carts as well as a new generation of games being specially written for it. These will undoubtedly follow along the lines of the ground-breaking 'Virtua' titles like **Virtua Racing** and **Virtua Fighter**.

Initially available only as an add-on for existing MD owners and selling for £149, the **Mega Drive 32** will later become an integral part of a new Mega Drive console (Mega Drive [illegible]) which is planned for early next year.

The **Mega Drive 32** puts the Mega Drive right up there with the new wave of 32-bit consoles [illegible] and paves the way for the coming of Saturn, Sega's 'mega-mega' new console!

SEGA'S SUMMER OFFENSIVE

Hot new games lined up to make summer sizzle!

An upgrade offering for the Menacer Light Gun and three [illegible] games [illegible] Mega Drive [illegible] games [illegible] from Sega.

Bodycount

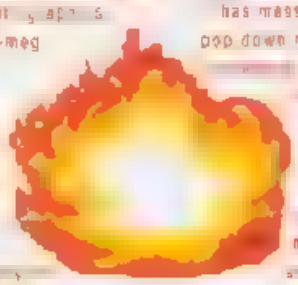
This latest addition to the arcade games designed to be Menacer [illegible] features [illegible] Aliens [illegible] and [illegible] have [illegible] be [illegible]

Bodycount [illegible] explosive events 1-2 player [illegible] comes on an [illegible] On sale now [illegible] for those who [illegible] can be also be played with the Sega Mouse.

Relayer

The latest offering from the Treasure team. To date [illegible] McDonalds [illegible] released in May for the Mega Drive, both superbly presented titles. **Relayer** is [illegible] You control Wayden in his quest to retrieve the four power crystals and save the world (kinda familiar huh?).

The game features a 3D viewpoint and [illegible] has moved the playability as well as a great [illegible] and arcade quality graphics. It is a 16-meg game with battery backup [illegible] awesome bosses [illegible]



strategy but [illegible] access menus [illegible]

Ragnacenty (working title)

To date the Zelda [illegible] **Ragnacenty** makes [illegible] ordinary boy who has the ability to [illegible] The [illegible]

Ragnacenty is an enormous 16-meg game with [illegible] gameplay [illegible] Zelda.

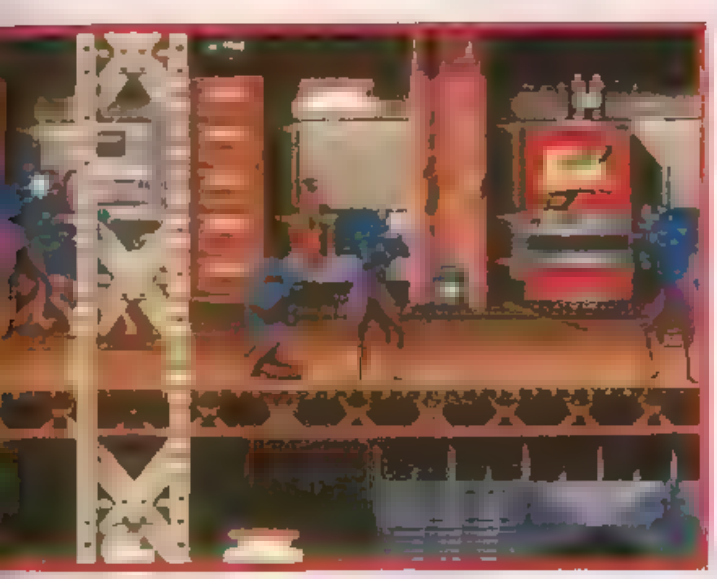
If you like Zelda you'll love this!

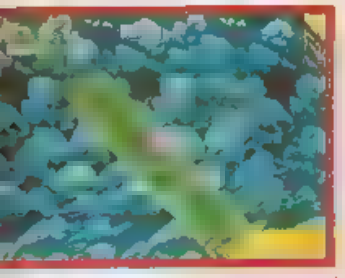
Story of Thor

An absolutely humongous 24 megabit game.

Story of Thor is sort of a [illegible] Relayer and **Ragnacenty** [illegible] between top-down and isometric. The graphics are beautifully animated with amazing sound samples like water splashing and people groaning.

[illegible] quests and other [illegible] has masses to do and the pop down menus are [illegible] mysterious item [illegible]





SONIC 3 GETS MAPPED

NEWS

For all the success, not the hate

From [illegible] to [illegible] you [illegible] because [illegible] [illegible] of cool [illegible] over [illegible] suggestion [illegible] colour [illegible] [illegible] bad [illegible] wi[illegible] [illegible] spe[illegible] [illegible] the [illegible] [illegible] Bonus [illegible] Sega [illegible] [illegible] pr[illegible] wi[illegible] [illegible] on [illegible] [illegible] from [illegible] from 15th June.

IF YOU TRAVEL 163222 LIGHT YEARS FROM THE EARTH YOU'LL DISCOVER A SMALL GALAXY

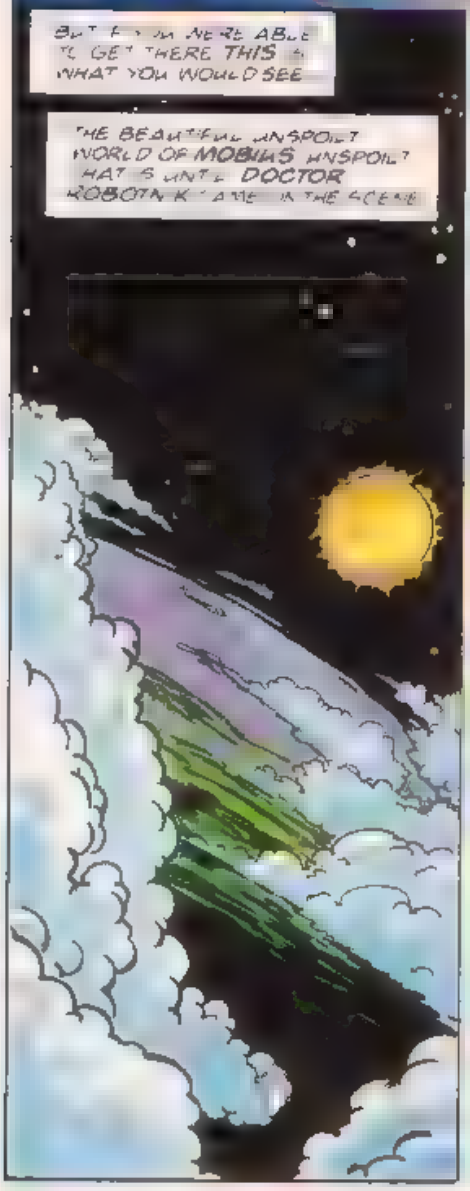
WELL ACTUALLY YOU WON'T BECAUSE IT EXISTS IN A PARALLEL DIMENSION IN A DIFFERENT TIME ZONE AND THE WHOLE REGION IS MADE UP OF DARK MATTER

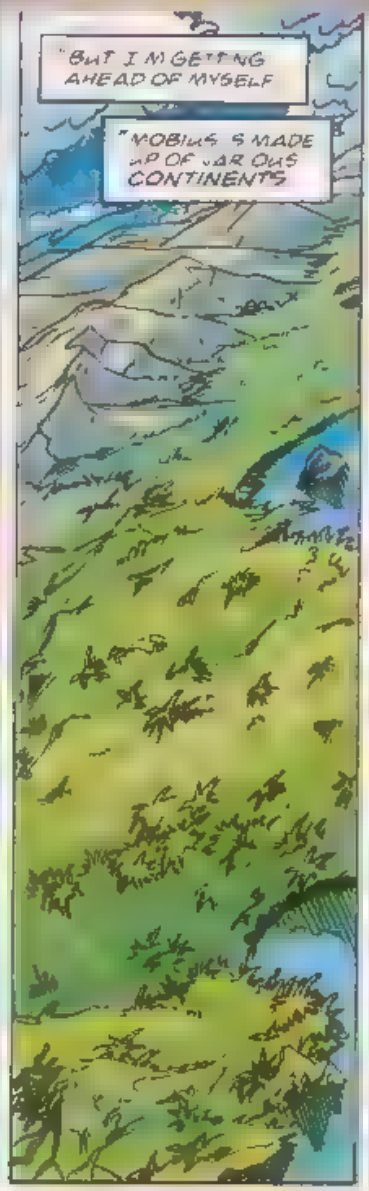
NEW SERIES

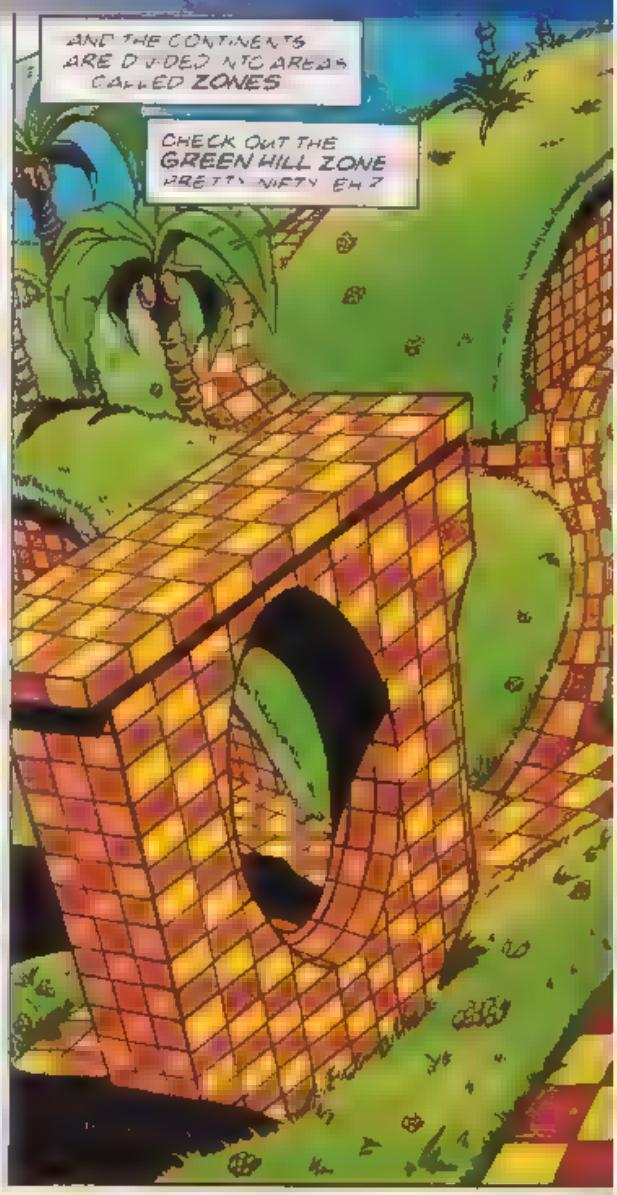
SONIC'S WORLD

prologue: Once Upon a Planet...

Script: Nigel Kitching
Art: Mike Hedley/ John M. Burns
Lettering: Bill de Villa

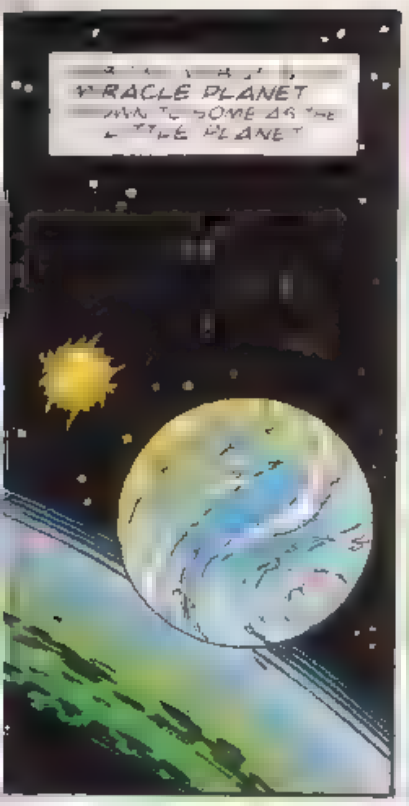


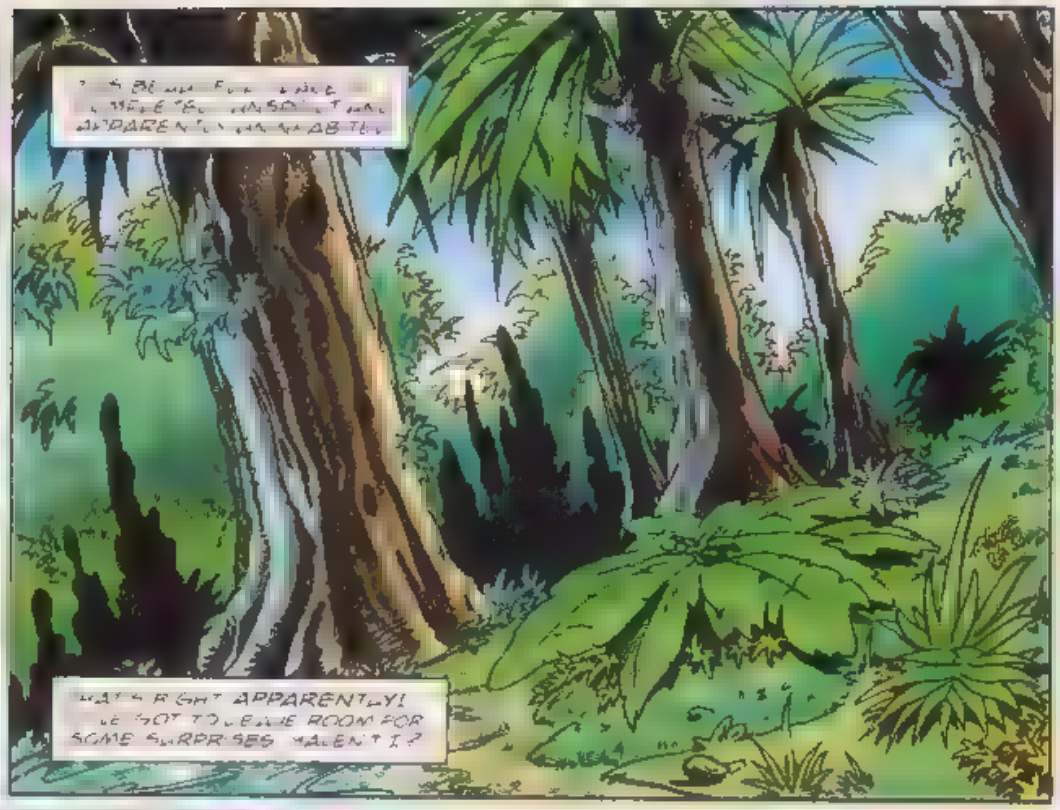


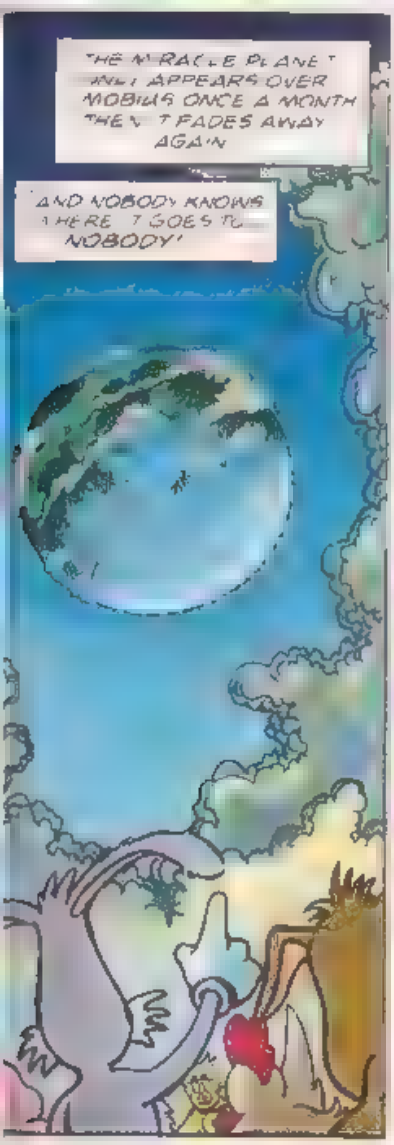


DON'T ASK ME TO NAME ALL THE ZONES OR WE'LL BE HERE ALL DAY
ANYWAY THE PLACE WE'RE INTERESTED IN IS SOUTH ISLAND IN PARTICULAR THE HILL ZONES
THIS IS MARKET DAY IN ONE OF THE EMERALD HILL ZONE VILLAGES
APPLES
PEARS
THAT THIS PLACE LOOKS A LITTLE DULL?
FORGET THAT! THIS IS SONIC THE HEDGEHOG'S NEIGHBOURHOOD!
HIDDEN IN ONE OF THE HILL ZONES IS SONIC'S SECRET UNDERGROUND BASE...
NEW! WE HAD TO GET TO HIM HOWEVER BY WATER. HERE HE IS ON ROTTEN EGG HREATH HIMSELF – DOCTOR ROBOTNIK

AFTER A FEW SERIOUS SETBACKS, ROBOTNIK SET UP HOME IN THE WEIRD ALTERNATIVE DIMENSION KNOWN AS THE SPECIAL ZONE
HEY! THERE'S MUBIUS ON THE OPERATING TABLE
HE'S BEEN LOOKING FOR A DISTURBANCE IN THE STARLIGHT ZONE
HE HAS SET UP A MINIONS TO RUN SOME OF THE MOST IMPORTANT ZONES
THE MARXIO BROTHERS IN THE CASINO NIGHT ZONE
HEY, WE WON'T BE BEING CALLED MINIONS DO WE CHUCK?
NO MAYBE WE DON'T ALREADY BE BEING CALLED AFTER ANY KIND OF FISH


MIRACLE PLANET


THAT'S RIGHT APPARENTLY!
WE'VE GOT TO LEAVE ROOM FOR SOME SURPRISES MAYBE!


THE MIRACLE PLANET
APPEARS OVER MOBIUS ONCE A MONTH THEN IT FADES AWAY AGAIN
AND NOBODY KNOWS WHERE IT GOES TO
NOBODY!

ALL I'VE KNOW ABOUT THE SIX TIME STONES
THEY ARE HIDDEN SOMEWHERE ON THE MIRACLE PLANET RUMOURS ARE THAT ROBOTNIK HAS PLANS TO FIND THEM!
WITH THEM HE COULD CONTROL TIME THEMSELVES AND BECOME UNSTOPPABLE
"BUT THAT'S

"SO THERE YOU HAVE IT – ROBOTNIK IS THE RULER OF MOBIUS

AND THE WHOLE PLANET IS CHOKING UNDER HIS EVIL INFLUENCE

HE NO LONGER HAS THE CHAOS EMERALDS AND IS THEREFORE UNABLE TO USE THEIR EXTRAORDINARY POWER

YET STILL HE RULES

"HOWEVER MOBIANS OF SOUND MIND KNOW THAT ONE DAY SONIC WILL TAKE CARE OF ROBOTNIK AND HIS EVIL EMPIRE – FOR GOOD."

BELIEVE IT!

ME? YOU'RE WONDERING ABOUT YOUR HUMBLE NARRATOR?

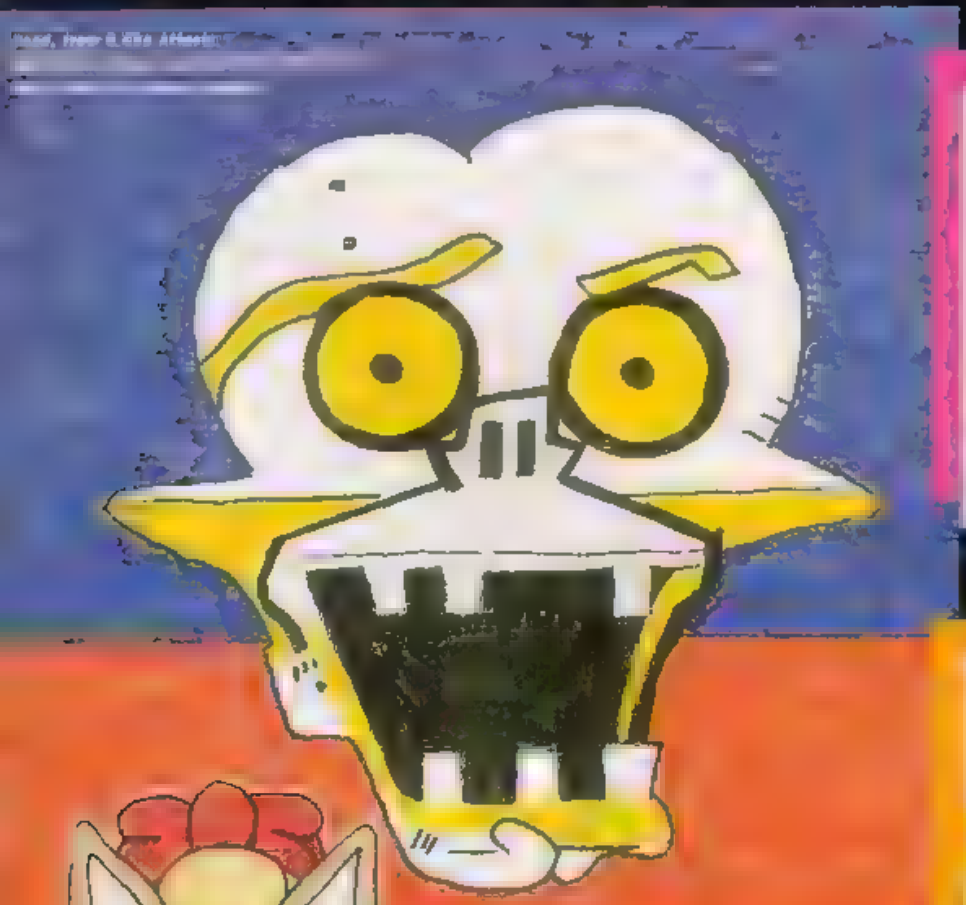
"ONLY I KNOW ALL THERE IS TO KNOW ABOUT THE WORLD OF MOBIUS, BECAUSE ..."

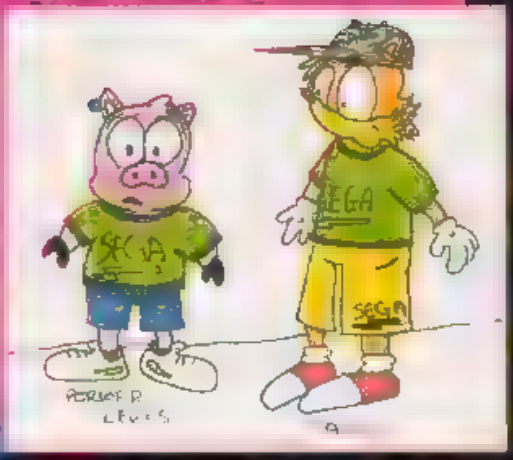
I AM DOCTOR KINTOBOR!

NEXT ISSUE SECRET OF THE KINTOBOR COMPUTER

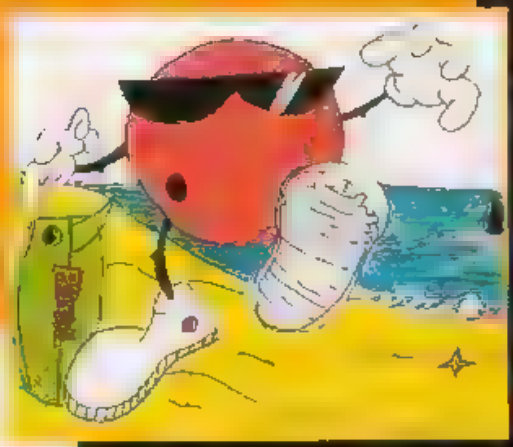
Graphic Zone

[illegible] talented Beamers! As the STC office is crammed full of your artistic efforts, here's a selection that were just begging to see the light of day (the owners responsible for these doodling delights each receive a **Tomy Sonic the Hedgehog Water Fun Game**. What no Sonic! Turn to Speedlines for Hedgehog handywork).





↑ **Members of the Sega team.**
By Daniel Prunge, Sidcup, Kent, MS owner.
Sonic Water Fun Game Winner.



↑ **Cool Spot.**
By James Dizon, Low Moor, Bradford, MS owner.
Sonic Water Fun Game Winner.

[illegible] Children of [illegible]
[illegible] By Michael Keane, [illegible], London, [illegible], MS owner.
[illegible] Sonic Water Fun [illegible] Winner.

← **By Jason Backer, West Hendon, [illegible] MS owner.**
Sonic Water Fun Game Winner.

[illegible]

Q Zone

Q Zone continues it's recent new service for the masses of Boomers who deluged STC with requests for help with the various Sonic The Hedgehog games. Stand by to have your Sonic problems solved. Sonic Solver: Vincent Low

SONIC Solved

Sonic Chaos Part 3

MS GG

THE SPECIAL STAGES

TURQUOISE HILL ZONE
CHAOS EMERALD 1

1. Start off by standing Sonic on the TV type monitor containing Rocket Shoes, then break the TV and do the Rocket Shoes to the right. If you press B you can just play on rings and extra lives in this round and wait until a higher level to go for the Emerald.

2. The trick to completing this bonus round is to place Sonic below the middle of the screen to prevent him from drifting up or down. The Emerald is situated on the far right so don't be tempted to backtrack and collect rings. Continue along the Rocket Shoes to the right.

3. The Emerald is in the middle of a circle of rings. As you have to be a good distance to touch it, make sure you are at that middle screen position in the last 20 seconds. You'll be awarded time and Emerald bonus points once you've successfully completed this stage.

GIGALOPOLIS ZONE
CHAOS EMERALD 2

1. This is an upwards climb all the way to a point where you'll discover a choice of two possible routes.

2. [illegible] your right and run Sonic to the next ledge where you'll see a Pogo Pad.

3. [illegible] off the Pogo Pad.

4. Leap up and to the right to land on another ledge. You'll find another Pogo Pad which you should use to leap Sonic up, but to the left.

5. [illegible] and left. You'll find a TV containing a clock. Now – use the Pogo Pad to land on the [illegible] down to the right.

6. Leap high, to the right and land on a ledge with another Pogo Pad on it.

7. Continue upwards - you'll see a ledge to your upper right without a Pogo Pad, but don't panic as this is designed to confuse you.

8. Use the Pogo Pad that Sonic is on to land on the ledge. Jump again to your left onto an L-shaped alcove to find the Chaos Emerald (if you had leaped off the Pogo Pad onto the ledge, you would not have been able to jump high enough to reach the L-shaped alcove). Snapped.

SLEEPING EGG ZONE
CHAOS EMERALD 3

1. Run right, leap onto the TV, release [illegible] the tube and allow it to run its course.

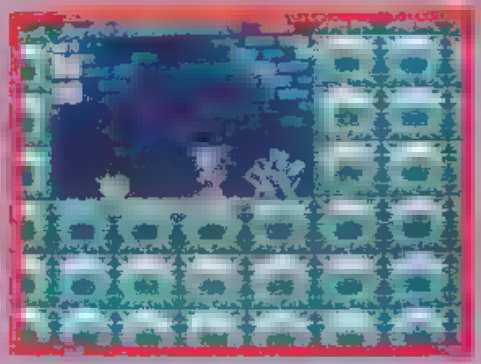
2. You come to a chamber similar to [illegible] containing an Invincibility Shield b[illegible]

   Don't touch the buttons or pad as you [illegible] and on the TV break it and automatically go into the tube.

3. This will happen another three times so when you pass through the fifth section of spring drops [illegible] push up to the Green Emerald when you see through a wall in a chamber [illegible] right as you go up through a tube.

   When you get to the top and turn left you'll see a [illegible] connection ahead that goes up.

4. Press up hard to go up and you'll be taken to the right into the chamber containing the Green Chaos Emerald.



13. Leap Sonic up and to the right and on a ledge to the right of two horizontal Red Springs.

14. Run right and gently leap off the edge. [illegible] with a Red Spring positioned to his right and a [illegible]

15. Retrieve the Rocket Shoes and go to the top of the screen. [illegible]

    When you eventually get to the top right side Sonic can see [illegible] the Gray Chaos Emerald. If you successfully leaped over the last set of Rocket Shoes you would then start to ascend a collapsing bridge of blocks. Quickly turn around and leap back to the Rocket Shoes you missed. Collect them and head for the top of the screen and you'll drop down to the last Chaos Emerald.

MECHA GREEN HILL ZONE
CHAOS EMERALD 4

1. Go right and leap off the spring, pushing hard right so that Sonic enters the alcove above.

2. Break the TV that holds Rocket Shoes, proceed left, drop down and push hard right, and go up as far as you can. When the Rocket Shoes fall away you will land on a ramp which you should go down at a lower right diagonal.

3. As you hit the bottom, push down to make Sonic do a Spinattack on the wall ahead.

4. You'll pass through a chamber and drop down slightly. When you stop jump up and break the block beneath Sonic, then have him do a Dash Attack to your right.

5. You'll go right and Sonic will hit a wall again. Jump up, break the block beneath him, repeat the Dash Attack and [illegible] through a wall to your right and left up a diagonal path.

   [illegible] a ledge [illegible] the upper right ledge is too high to jump, jump Sonic to the left, up to the ledge, then leap back to the ledge you both came [illegible] to reach from below.

6. Go right, and as you reach the end of the ledge you'll see a Red Spring. Ignore the Red Springs and TV's containing rings below Sonic.

7. Run off the edge and the Red Spring will take you upper right to another ledge.

8. Turn right to a TV containing Rocket Shoes, going as high as you can, pushing hard right. As the shoes fall away and Sonic drops to the ground, you'll see a row of Red Springs going up a [illegible]

9. Carefully climb the hill without bouncing the [illegible] springs, [illegible] of them.

10. When you reach the top of the hill of springs, run right and leap high off the edge of the ledge (this will take you to another ledge where you'll see two horizontal red springs below).

11. [illegible] (approximately [illegible] springs).

12. On landing, look out for a [illegible] down and a Red Spring pointing up and to the right; [illegible] straight up.

AQUA PLANET ZONE
CHAOS EMERALD 5

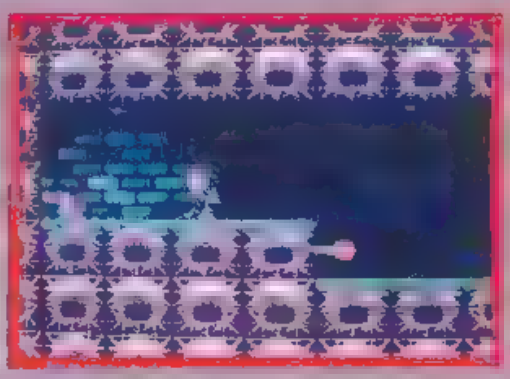
1. To head straight to the Purple Chaos Emerald go right into the tunnel and [illegible]

2. Go straight up. Take the second exit to your left by pushing hard left before you get to the second junction box as you go up. As soon as you enter the left exit press down to go into a tube below.

3. Now all that remains is for you to sit back and watch Sonic zoom around a series of jumps. As soon as you see the chamber coming from the left press up and hit a button to avoid hitting the Red Spring and being bounced back to the tube.

   Leap across and collect the final Emerald at your leisure!

Now all that remains is for you to head into the Electric Egg Zone and beat Robotnik for that game to end [illegible]



Next issue! Sonic Chaos Part 4 – The Bosses!

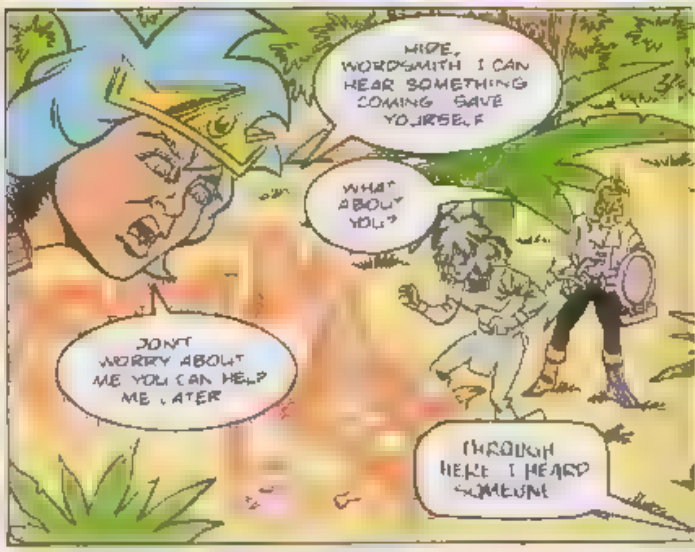
WONDER BOY

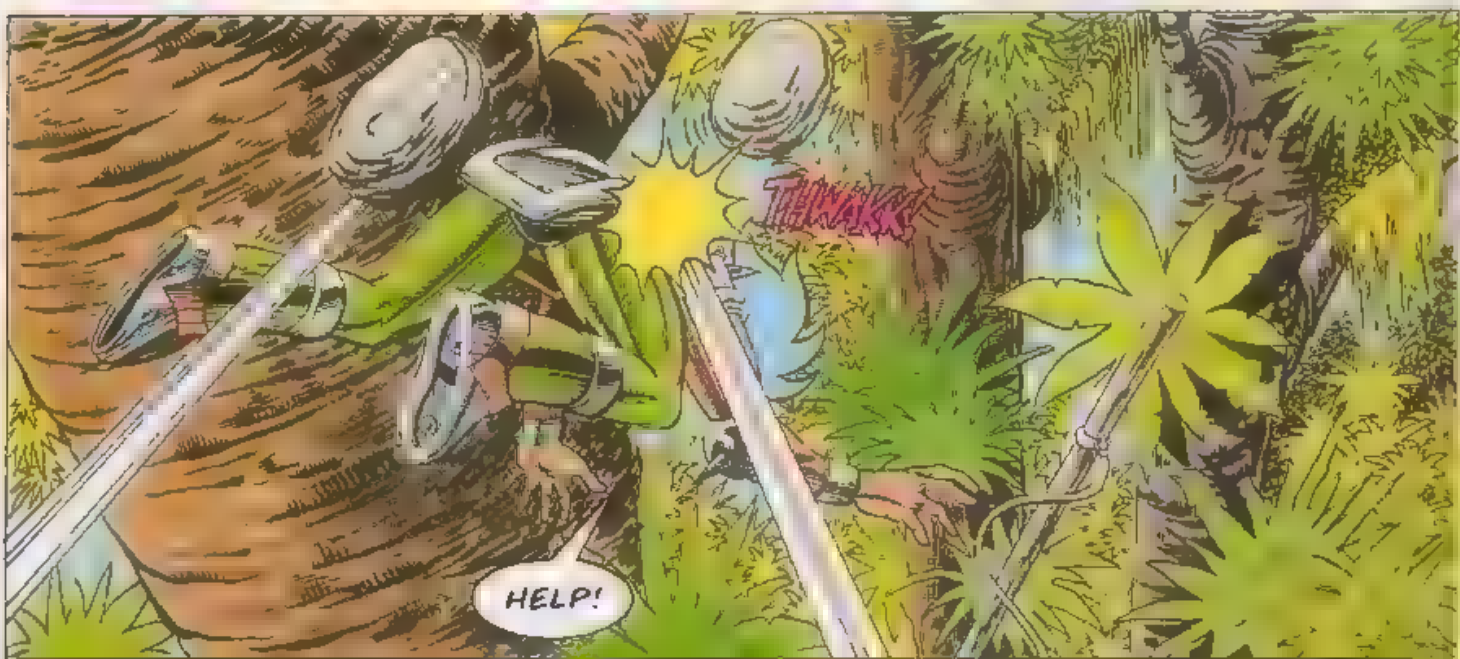
in

GHOST WORLD

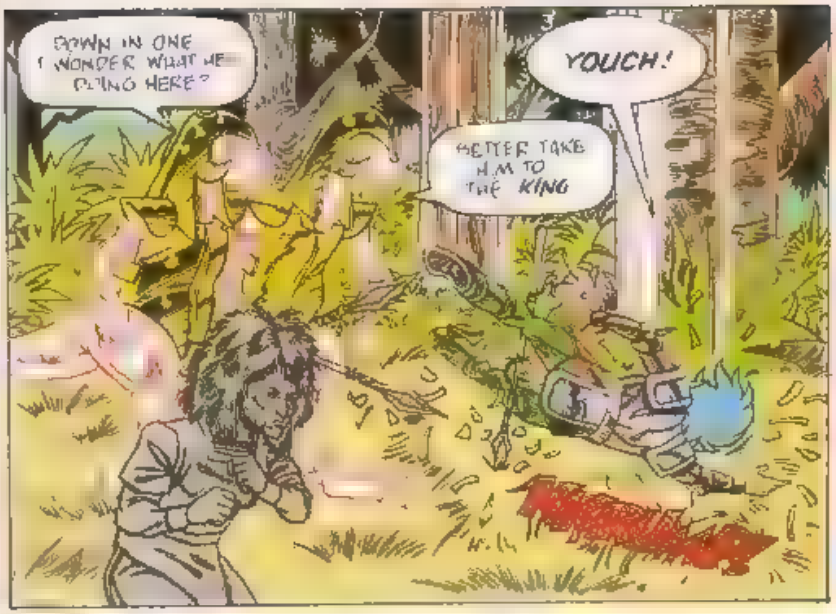
part 4

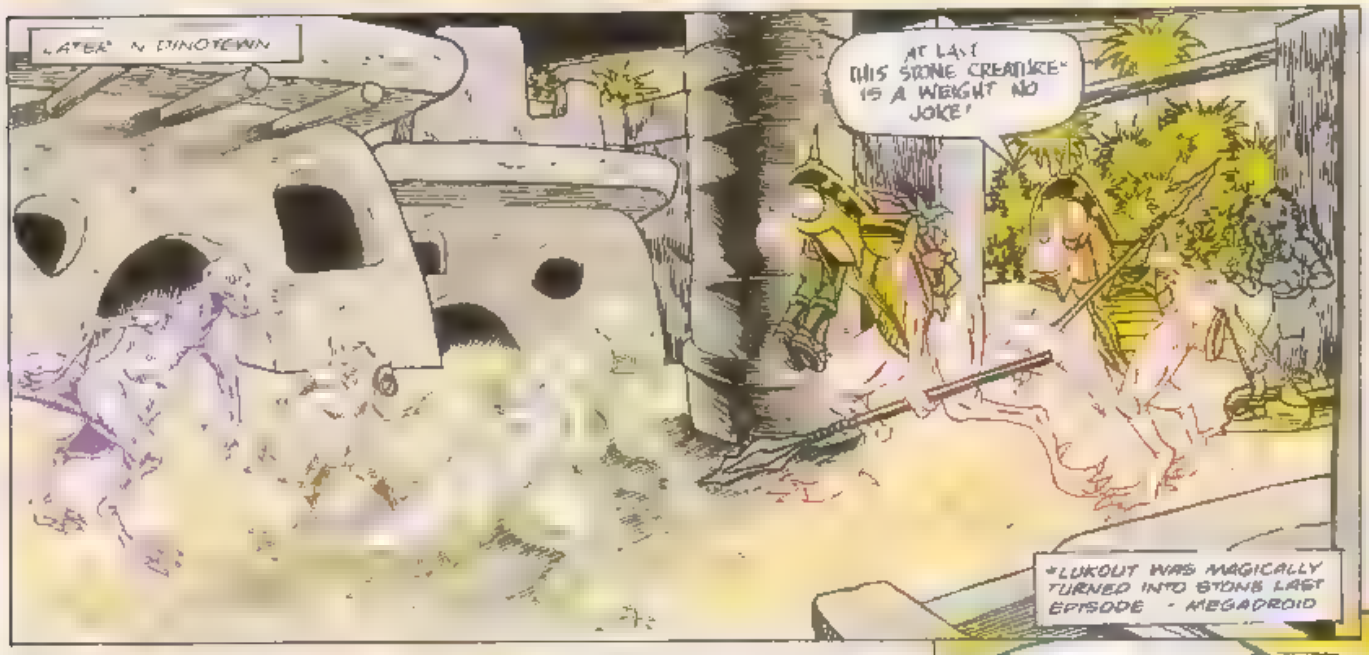
SHION THE WONDERBOY IS TRAPPED IN GHOST WORLD WITH LUKOUT THE COSMOLOGIST AND THE POET WORDSMITH WHEN SHION'S CLIMBING A TREE NEAR DINOTOWN HE'S ATTACKED BY A GHOSTLY LIONS CREATURE



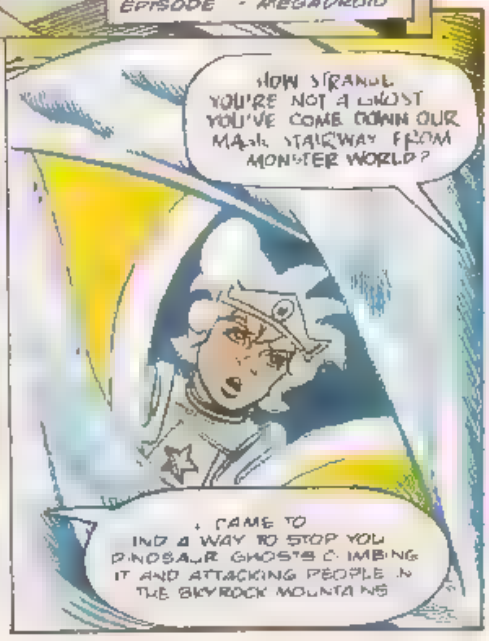


YAAAAA!


DOWN IN ONE
I WONDER WHAT HE DOING HERE?
YOUCH!
BETTER TAKE HIM TO THE KING


LATER IN DINOTOWN
AT LAST THIS STONE CREATURE* IS A WEIGHT NO JOKE!
*LUKOUT WAS MAGICALLY TURNED INTO STONE LAST EPISODE - MEGADROID

WITHIN THE DINOSAUR KING'S PALACE
WELL DONE LOYAL WARRIORS RETURN TO YOUR POSTS
UH WHERE AM I?
WE FOUND THESE NEAR DINOTOWN, OH GREAT KING


HOW STRANGE YOU'RE NOT A GHOST YOU'VE COME DOWN OUR MAIN STAIRWAY FROM MONSTER WORLD?
I CAME TO FIND A WAY TO STOP YOU DINOSAUR GHOSTS CLIMBING IT AND ATTACKING PEOPLE IN THE SKYROCK MOUNTAINS

YOU? STOP US? HAR HAR HAR!
WE RULED FOR MILLIONS OF YEARS...

"ALL OF THE WORLDS OF THE LIVING WERE OURS...

"THEN CAME THE TIME OF THE GREAT DYING...
"WE PASSED THROUGH DEATH'S DOOR TO JOIN OUR ANCESTORS IN GHOST WORLD...

"WE WATCHED AS YOUR ANCESTORS DRAGGED THEMSELVES ONTO THEIR FEET AND TOOK THEIR FIRST STUMBLING STEPS...
"WE WAITED FOR THEM TO CRAWL BACK INTO OBLIVION, BUT INSTEAD THEY GREW MORE NUMEROUS..."

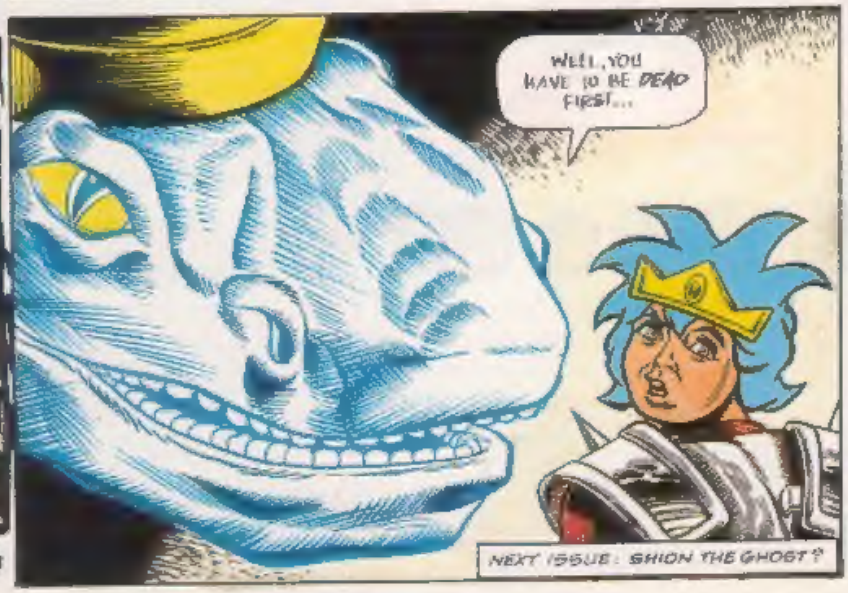
...BUT NOW THE TIME HAS COME FOR US TO RECLAIM OUR BIRTHRIGHT.
WE WILL ONCE MORE BE THE MASTERS OF THE WORLDS OF THE LIVING.

BUT YOU'RE DEAD!
WE'RE NOT GOING TO LET A LITTLE THING LIKE THAT STOP US...

"HE CALLED ON THE WAILING SISTERS OF WITCHERY WORLD TO LINK GHOST WORLD TO THE SKYROCK MOUNTAINS IN THE WORLDS OF THE LIVING.

"THEY CREATED THE STAIRWAY OF STEPPING STONES USING A POWER JAR.
"AS LONG AS THE POWER JAR REMAINS SAFE WITH ME, THE STEPPING STONES WILL REMAIN IN PLACE. MY DINOSAUR ARMIES CAN ATTACK THE SKY-ROCK MOUNTAINS AT ANY TIME."

AFTER CONQUERING THE SKYROCK MOUNTAINS WE'LL ATTACK MONSTER WORLD.
TOMORROW I'LL TURN YOU INTO A GHOST AND YOU CAN JOIN MY ARMIES.
A GHOST? HOW'RE YOU GOING TO DO THAT?


WELL, YOU HAVE TO BE DEAD FIRST...
NEXT ISSUE: SHION THE GHOST?

EMB 91

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

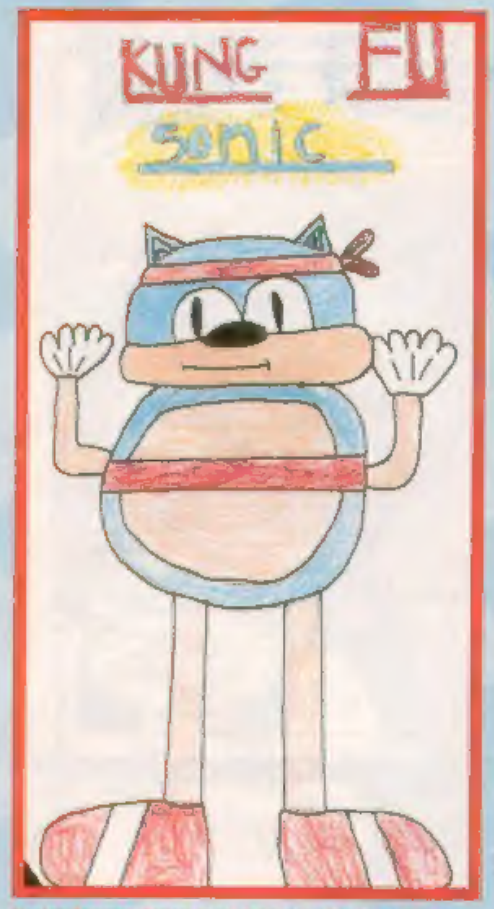
More Oldfash?

Dear STC or whoever,

Please make sure you get things right before you tell us to send in rubbish (STC 20). I wouldn't care if you were nice about other people's stuff, but I say that the things you receive aren't worth print (I have won competitions with things you have rejected). I suggest you get your own act sorted before you tell us kids off.

David P Newman, Ellington, Morpeth. Sonic Water Fun Game Winner.

If you'd carefully read STC 20, David, you would have noticed I said only a small number of letters and drawings aren't good enough to appear - a very small number. Most are excellent. It's just that there isn't enough room to print them all - much we'd like to. As for "...telling us kids off," I don't think so, do you? 'Kids' don't read STC - Sonic Boomers do!



Stephen Foreman, Bexley, Kent. Sonic Water Fun Game Winner.

Girl Talk

Dear STC,

I have noticed that most of the letters printed in STC are from boys. Can you tell me why hardly any of them are from girls as I for one have sent in loads of letters.

Kathryn Thompson, Huyton, Liverpool. Sonic Water Fun Game Winner.

For some unknown reason STC has more male-home readers than female. Personally I can't understand it as I am a bit of a cyber sex-symbol really.

Budding Editor

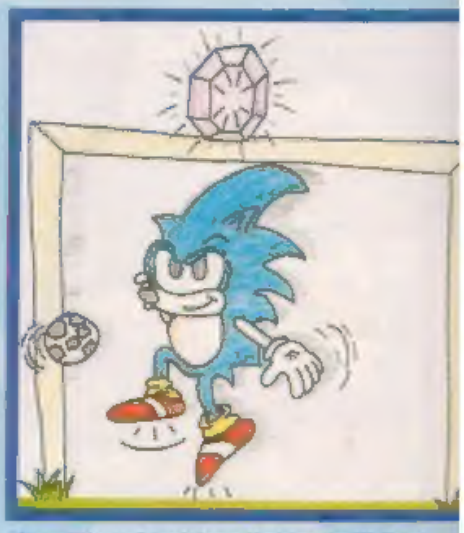
Dear STC,

I implore you to print my diligent contribution in your esteemed periodical as I enjoy reading about the blue one. Yours, bunged jumping into the pool room.

Nicol Hay, Deans, Livingston, Scotland. Sonic Water Fun Game Winner.

P.S. How about a job when I'm older?

Well Nicol, you make as much sense as the editorial homes around here, so I guess you're ideal for a job.



Diamond Dessert! Sarah Payne, Llanishen, Cardiff, Wales. MS owner. Sonic Water Fun Game Winner.

Deserve To Dive

Dear STC,

I think I should be allowed to win one of your Sonic Water Fun Games because I am learning to swim!

Stuart Heard, Plaistow, London. Sonic Water Fun Game Winner.

Interesting logic, Stuart. The editor's learning to hang glide at the moment - does that mean he should be hung?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 672267.

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 25 OF STC?

☐ %